

# Three Dirty Dwarves™

## PLAY DIRTY!

### Head Bashing Action!



Heroes have never been this dirty.

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SEGA<sup>®</sup>SOFT



Using Sega Saturn 360 player/multiplayer adaptor and third controller

SEGA<sup>®</sup>



SEGA SATURN™

14003

# Scud™

## THE DISPOSABLE ASSASSIN™



SEGA<sup>®</sup>SOFT

Licensed by Sega Enterprises, Ltd.  
for play on the Sega Saturn™ system





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In the summer of 1993, I sat down at my kitchen table and started to draw a comic book called Scud the Disposable Assassin. Three short years later, Segasoft has captured Scud's soul and shoved it into the game you are about to play. The first time I watched the animated intro to the Scud video game I was in awe. My character looked and moved exactly the way I drew him in the comic book. That was good, but what knocked me on my can had to be when Scud came out of the vending machine. The coin is put in, the machine cranks to life, a door pops open and there HE is. Chest thrust out, arms spanned, head lifted high—the viewer is probably thinking “Here we go again, another Robocop.” Then Scud does something wonderful. He slouches.

In that simple movement, Scud conveys the “whatever” attitude that today's generation relates to the most. This theme sets him apart from the old school, melodrama that plagues the comic books and video games of late. Scud is bright yellow, shining with a positive, get-the-job-done philosophy. Scud is thin, not a muscle bound dork that resembles a jock who used to beat you up in high school. Scud is an ambitious slacker. Scud is cool. Scud is...you.

Thank you so very much Segasoft for recreating the spirit of the book and doing such a wonderful job on a very fun game.

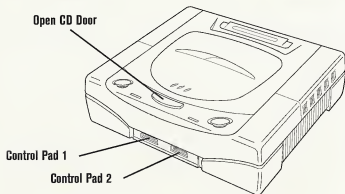
Kudos,



# GETTING STARTED

1. Set up your Sega Saturn System™ as described in its instruction manual.
2. Place the SCUD disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## "VENGEANCE IS MINE SAYETH THE LORD!!!"

These days, everyone's an anti-hero.

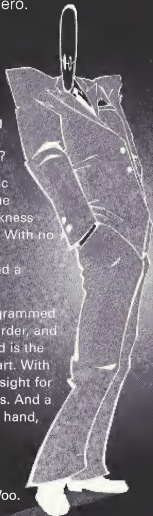
The Man of Steel with his maximousse, romance-novel locks. The Dark Knight without his wholesome Adam West reputation. The Web Head and his brand new, best-selling grimace. What's next, The Super Friends headlining at Lollapalooza???

In this dark age of apathy and chronic bitterness, only one shines as the true anti-hero. Only one is born from darkness — a machine born from a machine.. With no culture. No race. No past. No future. No cable TV. No regrets. No soul. And a dead-end job.

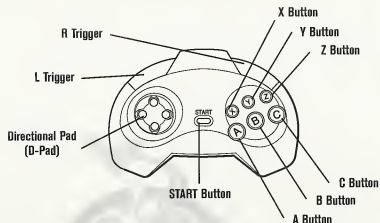
**Scud: The Disposable Assassin.** Programmed with a will to live, a penchant for murder, and a fate sealed in self-destruction, Scud is the brainchild of his creator's broken heart. With a cyanide capsule for a head. A gun sight for a left eye. Machine gun vents for legs. And a pair of eternally-loaded magnums in hand, Scud is Generation X incarnate.

He's a little bit Star Wars, a little bit Natural Born Killers, a little bit Reservoir Dogs, and a little bit John Woo.

And for just one Frank, he's all yours, direct from your friendly neighborhood Scud Co. vending machine.



# CONTROLS



## SCUD CONTROLS

START	PAUSE
D-Pad UP	LOOK UP
D-Pad DOWN	CROUCH
D-Pad LEFT	MOVE LEFT
D-Pad RIGHT	MOVE RIGHT
Double Tap D-Pad and Hold LEFT or RIGHT	RUN
Double Tap D-Pad and Hold LEFT or RIGHT + C BUTTON	RUN N' SHOOT
D-Pad DOWN + B BUTTON	LEAP A LA WOO
A BUTTON	PISTOL WHIP
B BUTTON	LEAP
C BUTTON	FIRE MAGNUMS
D-Pad UP, LEFT, RIGHT	AIM MAGNUMS

A BUTTON +  
B BUTTON

LEAPING KICK

B BUTTON +  
C BUTTON

LEAP AND SHOOT

## DRYWALL CONTROLS

START	PAUSE
D-Pad DOWN	CROUCH
D-Pad LEFT	MOVE LEFT (HOLD TO RUN)
D-Pad RIGHT	MOVE RIGHT (HOLD TO RUN)
Double Tap D-Pad and Hold LEFT or RIGHT	RUN
Double Tap D-Pad and Hold LEFT or RIGHT + C BUTTON	RUN N' SHOOT
B BUTTON	ACROBATIC JUMP (while walking or running)
A BUTTON	BAG 'O TRICKS
B BUTTON	LEAP (while standing)
C BUTTON	ATTACK WITH PIRANHA GUN/15MM
D-Pad UP, LEFT, RIGHT	AIM PIRANHAS/15MM

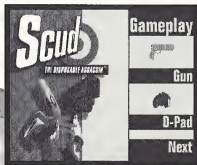
## FIRST-PERSON SHOOTER CONTROLS

D-Pad	AIM SIGHT
C BUTTON	FIRE MAGNUMS

## GUN CONTROLS

Trigger BUTTON	FIRE MAGNUMS
Trigger BUTTON(off screen)	RELOAD

## MAIN GAME MENU



To make a selection, press the D-Pad UP or DOWN and press the START Button to enter your selection. Choose your weapon: Gun peripheral or D-pad. Choose to go solo or as a team.

There are actually three different games in Scud.

### **D-Pad Control:**

Take on Jeff and the gang in a no-holds-barred, side-scrolling shoot-'em-up.

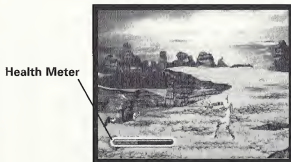
### **Gun Control:**

Grab your gun and plug twice as many schizoid pukes in a gallery-style carnival of carnage, or grab two Guns and go total Spaghetti Western!

### **2 Player/D-Pad/Gun Mode:**

Team up with a friend in a combination Gun/D-Pad toast-a-thon!

## MAIN GAME SCREEN

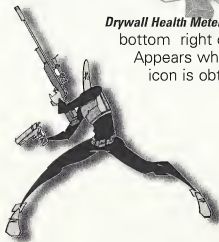


**Scud Health Meter:** Appears at the bottom left corner of the screen. Appears when damaged or health icon is obtained.

**Scud Ammo Counter:** Appears as a clip in the upper most left corner of the gameplay screen.

**Drywall Ammo Counter:** Appears as a water tank in the upper right corner of the gameplay screen.

**Drywall Health Meter:** Appears at the bottom right corner of the screen. Appears when damaged or health icon is obtained.



# CAST OF CHARACTERS

## **SCUD: THE DISPOSABLE ASSASSIN:**

"Set It At One, To Get The Job Done. Set It At Ten, Never See Him Again."

The Scud Heartbreaker Series serial number 1373 is a disposable assassin, programmed to self-destruct after his target has been destroyed. Scud was purchased to rid the factory of a hideous creature (simply known as Jeff) who has invaded the Marvin's Manikans factory. However, Scud — not your average, run-of-the-mill thrill kill 'bot — managed to locate the "self destruction" warning on his back and decided he liked being among the living. So he just maimed Jeff. Now in order to keep Jeff alive, and himself from going up in smoke, Scud must perform freelance assassinations for blood money.

## **Drywall**

Drywall is Scud's sidekick. Drywall is a young pick-pocket by trade who becomes Scud's assistant. Inside Drywall's zipper laden frame is a self-contained universe big enough to conduct a full-scale game ending warfare climax (as you will soon discover, if you're any good).

## **Jeff**

Jeff is a vile, totally hideous Whatsamahusitz from unknown origins. With a three-prong adapter as a cranium, mouse traps as hands, foul mouths as knees, and a freaky squid strapped to its belly, Jeff is an eyesore that needs to be lacerated. After her near-death experience with Scud, Jeff recouped, wasted her doctors, and is now hell-bent on blowing our own #1373 into the Stratosphere. Must be love!!!

## **Chuck Brown**

Since the incarceration and subsequent destruction of the solemn-faced Barry Pollipooley, Chuck Brown (self-proclaimed Master of Machismo) has been the leader of the Grittites, devout followers of Hank Gritt — the savior of suave, the mentor of manliness, the ubermentch of unnecessary explosions. Gritt also makes one heckuva manwich patty. Wherever you find Brown, you'll find Shellbot, a pesky droid who's mission in life is to reload Chuck's forearm firearm; and Mustash, an oaf wearing a 'stash and skimpy shorts. Together, as you will see, they make a deadly trio of destruction.

## LEVELS — Heavy 3PO: The Sega Saturn Chronicles



**Maim Jeff At  
The Marvin's  
Manikans  
Factory**

Seems our first job Jeff isn't pleased with Marvin's Manikans Factory's performance and has been killing and maiming the staff as a result. And now Scud gets to go and uphold the law (in other words, beat this mutant within an inch of her life. Literally). Work your way through the assembly line and disassemble the local stiffs with a lethal dose of double-barrel action. Robotic Sentries and runaway Manikans will provide ideal target practice for your reunion with Jeff — in a mutant-a-machino, plug head-to-cyanide cranium duel for supremacy.



**DJR / IB3 LTD.**

**DARRYL J. REAVIS & ILLUMINADO BERRIOS, III**  
CONTACT: (510) 614-8759 / EMAIL: cc004601@interramp.com



**Poppin' Pollipooey  
At The Penn**

To keep Jeff on life support — and you out of the scrap heap — you gotta go freelance for money. Luckily Tony Tastey has a job for you: Rubbing out low-life Barry Pollipooey for killing Don Cortese's precious daughter. Pollipooey is in the Mark Goodson State Penn out in the desert. Infiltrate the North Jefferies Exit and hit him hard, but keep a low profile. Penn guards, law officers, and lowly inmates abound, but crumble easily after a few doses of your twin Magnums. Watch for guard Rottweiler packs in the run & gun prison corridors. But bring goggles, these pooches splatter all over the place!



**Huntin' Hanksters  
In The Grittite  
Desert**

Nice job, Mary Lou. Now it's off to the Grittite Desert. Beware, the Grittites are staunch supporters of Hank Gritt, the symbol of manliness and courage. And they're not too thrilled with your wasting their leader Barry Pollipooey. Simply put, testosterone levels are way up. Wage war through monuments and abandoned cars against Sombreros and pink-bodied Brain Grizzleys. Then prepare for a shakedown with Mr. Brown and his handlebar'd Hankster-in-crime, Mustash.



## Zombies Unleashed In The City

Voo-Doo Ben Franklin has unleashed his zombified minions over the Big City. Petrified humanoids roaming the streets... mafioso pulling guard duty on ledges... Bone yard yahoos waiting in the wings... Man, this is a far cry from flying kites and writing newspapers. Nonetheless, it's definitely electric out here as old Ben will stop at nothing to permanently end your contract. Ride platforms to get around. Stay out of alleys. And watch your back — things can get a bit explosive real quick.



## Space — The Almost Final Frontier

A hyper intelligent computer has launched an all-out assault on Earth. Scud to the rescue! Use your firepower to propel yourself through a seemingly endless barrage of asteroids, rocket-powered Gritite star

gazers, massive cannon turrets, and pesky energy orbs. And if you're really good, you can hang with AM-2 who is responsible for this mess. "Vengeance is mine sayeth the lord!!!"



## Guttin' Some Drywall — The Finale

The psychotic mainframe has crashed. Unfortunately, each and every enemy you have faced thus far has found its way inside your sidekick, Drywall. That's right, inside.

And the worst part is, the Zippered One's got major gas: a massive Super Atomic Bomb scheduled to detonate sometime very soon. Believe us, you don't want to hear what this one's got in store for you!



## CREDITS

**SCUD The Disposable Assassin Comic**  
**Book Created By:**

Rob Schrab

**Developed By:**

Syrox Developments Ltd.

**Producer:**

Bill Person

**Programming:**

Rob Brooks

Mark Gorden

Phil Harvey

Dominic Wood

**Graphics:**

Eric Bailey

Dell Poon

Colin Robinson

Fai Tao

Jon Green

Mark Knowles

Kevin McMahon

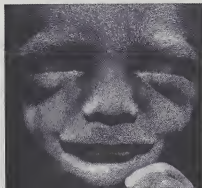


"Fidget-X is more entertaining than a seven legged moose waltzing with the cast of Different Strokes!"



If you dig the Fidget-X song "Seven(Drywall)" and want to know more info about the band or CD release dates write to:

**Fidget-X**  
3010 Hennepin Ave. So #128  
Minneapolis, MN 55408



## Credits (cont.)

### **Cinematic Technical Assistance:**

Jim Dobson

### **Conceptual Storyboard Artist:**

Greg Becksted

### **Sound:**

Loudmouth

### **Additional Sound:**

Tristan des Pres

### **Musical Talents:**

DJR / IB3 Ltd.

Fidget-X

Unbelievable Jolly Machine

### **Game Design By:**

Bill Person

Syrox Developments Ltd.

Michael Latham

### **Marketing Manager:**

Greg Chierning

### **Press Relations:**

Erik Wahlberg

Access Communications

### **Lead Tester:**

Jeff Loney

### **Assistant Lead Tester:**

Mark McCunney

Ferdinand Villar

Fred Selker

### **Testers:**

Rick Greer

Mike Dobbins

Dennis Lee

Peter Young

Lance Nelson

Don Carmichael

Josh Simpson

Marcus Montgomery

## Testers (cont.)

Matt Ironside

Jesse Moore

Michael Usi

John Harlow

Benny Malto

Abe Navarro

Christian Clausen

Tom Collins

Arnold Feener

Andrew Woodworth

Jason Philyaw

Todd Slepian

Al Dutton

Andrew Byrne

Joe Raposo

Rod Hong

Rosa Estrada Villa

Joe Damon

Karen Brown

Mike Dobbins

Christian Escobar

### **Special Thanks:**

Joyce Takakura

Larry Loth

Jef Feltman

Janine Cook

Willie Mancero

Omega On-Line

SOA Test Department

Gordon Lyon

Access Communication

Fireman Press

Dead Alewives

Seth Gerson

Shinobu Toyoda

### **Manual Design:**

Verdoni Multi Media

## Liked Scud's theme song?

Well, then check out **Unbelievable**

**Jolly Machine's** full-length LP.

Flap Jack, for only \$11.

For more information or to order the CD

please send check or money order to:

Mutagenic Records

3010 Hennepin Avenue South, # 128

Minneapolis, MN 55408

Or you can check out our web site at:

[www.winternet.com/~zoetrope/ujm](http://www.winternet.com/~zoetrope/ujm)



Flap Jack



the Dead  
Alewives

Not only do The Dead Alewives include the people who brought you "Scud : The Disposable Assassin", but they are also the highly acclaimed skit and improv comedy troupe responsible for the track "Answering machine" from their super funny CD "Take Down The Grand Master".

The Dead Alewives are Peter Alberts, Mondy Carter, Dan Harmon, Bo Johnson, Sean McKenna, Kurt Scholler, and Rob Schrab.

For information about Scud : The Disposable Assassin or Dead Alewives merchandise or performances write :

**Fireman Press**

2430 N. Humboldt Blvd.

Milwaukee, WI. 53212

<http://www.execpc.com/~scud>

## This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

